

Feb. 27 – Mar. 1, 2009 • Boston, MA, USA

Call for Papers

ACM I3D is the leading edge conference for real time 3D computer graphics and human interaction. 2009 marks the 23rd year since the first conference gathering. We invite you to submit papers across the entire range of topics in interactive 3D graphics. The fall deadline provides the perfect outlet for your summer work.

New! New this year, upon acceptance the best I3D papers will be invited to submit extended versions to appear in a IEEE Transactions on Visualization and Computer Graphics (TVCG) special section on I3D 2009; revised manuscripts will be due in Spring 2009, additional details provided upon acceptance.

I3D topics include but are not limited to:

- * 3D game techniques
- * interactive modeling
- * level-of-detail approaches
- * pre-computed lighting
- * visibility computation
- * real-time surface shading
- * fast shadows, caustics and reflections
- * imposters and image-based techniques
- * animated models
- * interaction devices and techniques
- * GPU techniques
- * navigation methods
- * interactive visualization
- * virtual and augmented reality
- * user studies of interactive techniques and applications

Paper submissions should be up to 8 pages in length and adhere to ACM SIGGRAPH style guidelines. The submission of a video to accompany the paper is encouraged. Papers will be peer-reviewed in a single-blind process.

Important Dates

- * **Paper submissions:** October 24, 2008
- * **Poster and Demo submissions:** December 19, 2008
- * **Paper Notifications:** December 5, 2008
- * **Poster and Demo Notifications:** January 9, 2009

(all deadlines are at 11:59 pm PST)

Contact: Please send questions to general@i3dsymposium.org for general inquiries, registration, and sponsorship, and to papers@i3dsymposium.org for discussion about paper submissions.

Further information available at: <http://i3dsymposium.org>

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